

ABSTRACT

A gaming system that employs a video game system and action figures to allow both video game play and action figure play. A video game score, obtained by a player through video game play, may be transferred to the action figure associated with that player to become the action figure score of that action figure. The action figures have a gun that generates a light beam and a target detector for receiving light beams from other action figures. The action figure will register a hit, and break apart, if its target detector receives a light beam from another action figure that has a higher action figure score.